SURVEYS

OF THE

HARBOURS

OF

RUTLAND, AND THE *ROAD* OF *ARRAN*,

BLACKSOD, AND *BROAD HAVEN*,

VALENTIA,

BEAR HAVEN,

CORKE,

AND

WATERFORD.

WITH

Soundings, Obſervations, and Sailing Directions.

By Captain WILLIAM O'BRIEN DRURY, of the ROYAL NAVY.

PERFORMED BY COMMAND OF

His EXCELLENCY the MARQUIS of BUCKINGHAM,

LORD LIEUTENANT OF IRELAND.

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SURVEYS

OF THE

HARBOURS

OF

DIRECTIONS

FOR

RUTLAND HARBOUR.

THE Harbour of RUTLAND is extremely narrow, but perfectly ſecure, being land-locked and much ſheltered from all Winds. It is capable of containing a great Number of Veſſels, which may be, and in general are, ſecured to Rings fixed in the Rocks (which are bold too) at each Side of the Harbour, where they lie in great Safety, in not leſs than 4 or 5 Fathom Water.

Coming from the Weſtward, when you are round Torranedie, (the N. E. Point of the Iſland of Arranmore) Carrickavallie will appear, bearing about S. by E.; it is a large black Rock always above Water, off the N. End of Eighter.

The Channel is between this Rock and ſeveral ſunk Rocks that lie off the E. End of Calf Iſland, bearing about E. by S. from the E. Point of it, and extending about one-third over. Theſe are dangerous Rocks, as they never appear, and with low Spring Tides have five Feet Water upon them.

Steer for Carrickavallie or Black Rock, and paſs it as cloſe as you pleaſe, leaving it on the Larboard Hand, when you may ſteer S. by W. or S. S. W. until you bring the remarkable White Rock in Calf Iſland to bear N. N. W. (where you may anchor, to wait a Tide, in 6 or 7 Fathom Water). It is not recommended as good or ſafe Anchorage, as the Wind to the Northward makes a great Sea, and the Bottom is not every where clean.

When the White Rock upon Calf Iſland bears N.N.W. the Mark upon the Rock at the Larboard Side of the Entrance of the Harbour will bear S.S.E.; ſteer directly for it, keeping as near Mid Channel as you can, run cloſe to this Rock, which is ſteep too, to avoid a ſmall ſunk Rock at the oppoſite Side; when juſt paſt it, ſheer over to the Starboard Shore, and ſteer for the Mark on the N. End of RUTLAND, and anchor abreaſt of the Dock-yard, in 5 and 6 Fathom Water, mud Bottom.

The Anchorage of Arranmore Bay is on the South Side of Ilaanguana, or Calf Iſland, and E. Side of Arranmore, but from a ſunk Rock in the Middle of the Bay, with not more than 13 Feet Water upon it at low Water Spring Tides, it is only fit for ſmall Veſſels. This Rock bears about S. from the White Rock in the Middle of Calf Iſland. As there is to be a Buoy fixed upon this Rock, it will not be neceſſary to give any Directions for avoiding it. When Owey is ſhut in with the E. Point of Calf Iſland, Merchant Ships will have good Anchorage in four Fathom, clean Bottom, and pretty well ſheltered.

Of Neap Tides High Water, there is at leaſt from 17 to 18 Feet Water upon the Bar.—Of Spring Tides, from 24 to 25 Feet.

Plan of the ROAD of ARRAN & HARBOUR of RUTLAND

in the Rosses on the N.W. Coast of IRELAND

The OUTLINE taken from Mr Mackenzie's Survey The SOUNDINGS and

Corrections by Captain Wm O.B. Drury

of the ROYAL NAVY in the

Year 1788 By Command of his EXCELLENCY *the Marquis of Buckingham*

Lord Lieutenant of Ireland

24

25

Torranedie

24

Runrauris

Proposed Light House

24

24

24

24

16

15

Illancarragh

Bealacreesh

22

ARRANMORE ISLAND

Illannagaltura

or

Calf Island

No 1

OWEY I

Part of Crunt

Stags

Magnetic North
Variation 26½ deg west

course for Vessels

Carrickawallue

Toal Rock

Blind Rock

Bullickananirra

Toananoona

Illancarragh

ARRAN MORE ISLAND

Leahgarrow

Ahort

Ploghoge

Ballintra

Fallagowan

Rannagh Point

Illion

Gortgar

N Carrickbealtrog

S Carrickbealtrog

Cloghcorr

Ballin

Carrickabenagh

Inniskerragh

Turk Rock

Illancroan

Tarmon

EXPLANATION

- Rocky Sheals never above Water
- Sands dry at low Water & Sandy Soil
- a Rocks dry at low Water of Spring tide only
- b Do. dry at half Ebb
- c Do. always above Water
- Arrowpoint shew the direction of Flood tide
- Soundings marked in Fathoms at low Water
- Spring tides rise 14 feet
- Neap tides 8 feet

Scale of Two Nautic Miles

0 ¼ ½ ¾ 1 2

Innishinny
Carrickmallan
Toal Rock
Cloghglass
Mellamore
No 2
Eighter
Illandeighin
Lagnagilloin
Arlans
Tullyhill
N Carricbealtroghb
N Torban
S Torban
Goat Island
Meenagowna
Duck Island
Inniscoo
Eddernisfree
Ruslune
Burton Fort
Lackbeg
Lackenagh
Innis Rutland
Lorran Strand
Shinnagh
Stack
Innismeel
Illangollin
Lough Mala
Glasbeggan
Innisfree
Meenmore
Innisal
Dunglo

Proposed Light House

Black Rock Lat. 53. 58.

The Stream of Tide along this Coast runs about three Miles an Hour when Strongest

Mag. Merid.n Variation. 26.° Capt.n Drury

True North

Duffer Rock

Inish Kerach

Inish glore

Black Sod P.

Dervlan I.

Nacktl

Letterbeg

Tarnan

Newtown Court

Elly

Tiraan Castle

HARBOUR

N. Inishkea

Carrik Kea

S. Inishkea

Rathaell

III

a very heavy Sea breaks on this Shoal 10 Fathom

BLACK-SOD HARBOUR

Achil Head

Keem

Moitog Head

Slemore

Dunevor

Menan Hill

Duega

Bill Rock

ACHILL SOUND

Saltpoint

Sheep of Broad Haven

Eagle I

Urris Head

Bull I

Bloody Foreland

Binevenagh

Dunboy

Glenagat

Ballyhagan

Dunfanaghy

Horn Head

Tory I

Rutland I

Gola I

Inishbofin

Inishdooey

Inishkeel

Inishmacsaint

Inishmore

Inishmurray

Inishowen Head

Kinnagoe Bay

Lough Foyle

Lough Swilly

Malin Head

Malin More

Malin Beg

Kerrach

Sand

Carn

Aumach I.

Ardmore

Ballymulcat

Ballydevlin

Ballyconnell

Ballyshannon

Ballintra

Ballintra Ho.

Ballintra Ch.

Ballintra Bridge

Ballintra Mills

Ballintra Glebe

Ballintra Lough

Ballintra Hill

Ballintra Point

Ballintra Bay

Ballintra Harbour

Ballintra Castle

Ballintra Court

Ballintra Cottage

Ballintra Farm

Ballintra Wood

Ballintra Road

Ballintra Street

Ballintra Square

Ballintra Church

Ballintra Graveyard

Ballintra Parish

Ballintra Townland

Ballintra Barony

Ballintra County

Ballintra Province

Ballintra Country

Ballintra Island

Ballintra Peninsula

Ballintra Isthmus

Ballintra Strait

Ballintra Channel

Ballintra Sound

Ballintra Bay

Ballintra Harbour

Ballintra Lough

Ballintra River

Ballintra Stream

Ballintra Brook

Ballintra Well

Ballintra Spring

Ballintra Fountain

Ballintra Pump

Ballintra Mill

Ballintra Bridge

Ballintra Ford

Ballintra Ferry

Ballintra Quay

Ballintra Pier

Ballintra Jetty

Ballintra Wharf

Ballintra Dock

Ballintra Slip

Ballintra Beach

Ballintra Shore

Ballintra Cliff

Ballintra Rock

Ballintra Reef

Ballintra Shoal

Ballintra Sandbank

Ballintra Mudbank

Ballintra Gravelbank

Ballintra Stonebank

Ballintra Coralbank

Ballintra Shellbank

Ballintra Oysterbank

Ballintra Fishbank

Ballintra Whalebank

Ballintra Sharkbank

Ballintra Dolphinbank

Ballintra Porpoisebank

Ballintra Seabank

Ballintra Landbank

Ballintra Riverbank

Ballintra Streambank

Ballintra Brookbank

Ballintra Wellbank

Ballintra Springbank

Ballintra Fountainbank

Ballintra Pumpbank

Ballintra Millbank

Ballintra Bridgebank

Ballintra Fordbank

Ballintra Ferrybank

Ballintra Quaybank

Ballintra Pierbank

Ballintra Jettybank

Ballintra Wharfbank

Ballintra Dockbank

Ballintra Slipbank

Ballintra Beachbank

Ballintra Shorebank

Ballintra Cliffbank

Ballintra Rockbank

Ballintra Reefbank

Ballintra Shoalbank

Plan of the West Coast of IRELAND

From Achil I. *to the* Staggs *of* Broad Haven

The OUTLINE *taken from M^r. Mackenzies Survey The* SOUNDINGS *and* Corrections by Captain W^m. O B. Drury

of the ROYAL NAVY *in the Year 1788 By Command of his* EXCELLENCY *the Marquis of Buckingham Lord Lieutenant of Ireland*

BLACK-SOD HARBOUR

Kensinalty P

Tristy Hill

Gulamore R.

Tullochanduh

Kenrumerdehuma

Tullochan Bay

Duna Castle

Dunever

Innisbegil I.

Annach I.

ACHILL SOUND

Claggan

Saltpoint

Scale of 6 English Miles

0 1 2 3 4 5 6

DIRECTIONS

FOR

BLACK SOD AND *BROAD HAVEN.*

BLACK SOD.

THERE is nothing to apprehend coming into this Harbour until as far in as Black Sod Point, which in hauling round you are to give it a Birth of Half a Mile, to avoid the Point which runs off ſome Diſtance Shoal, and Rocky, and a ſunk Rock, the Extremity of which bears E. ½ N. from the Point diſtant near half a Mile, with 15 Feet Water upon the Eaſt End, and with about 4 Feet upon the ſhoaleſt Part. Steer in N. N. E. until abreaſt of Farman Bay, when you may anchor any where from Farman to Barnach, depending upon your Soundings, chuſing your Depth of Water, and coming too as near the Weſtern Shore as the Size of your Ship admits of. The Bottom is every where clean, but the nearer you approach the Weſtern Shore, the better holding Ground you find, and the more you get within the Line of Shelter from the S. W. and Weſterly Winds.

Ely Harbour, which is formed by Barnach Iſland and Ely Point, is the moſt ſecure for Merchant Ships in the Winter Seaſon; they may anchor in from four to two Fathom muddy Bottom. In running into Ely Harbour give the Point of Barnach a Birth.

On the N. Side of the Peninſula of Claggan there is good Anchorage in four Fathom, but Veſſels drawing more than ten Feet Water ſhould not go up without a Pilot until half Flood, as a Bank runs off from the W. Side of Claggan with ſcarcely two Fathom Water upon it, and a ſunk Rock off the S. Point of Ardmore, with not more than three Feet Water, which makes the Channel between the Bank and Rock ſo narrow, that no Directions would be ſufficiently exact to venture through by. The Rocks on the N. Side of this Anchorage are dry at half Ebb; you anchor between them and Claggan, near two Cables Length from the Latter, or when Triſty Hill bears on the Middle of the ſandy Point of Claggan, you may anchor in four Fathom Water.

Killachan Harbour is only fit for ſmall Veſſels near the Middle of the Channel. About a Mile up there is a Rock which appears at half Ebb. The S. E. Side of this Harbour dries above half Way acroſs, and the N. Side is rocky and ſhoal. Small Veſſels are ſheltered from the heavy Swell that heaves into this Harbour, and may lie on ſoft Mud within Tullachbandub Point. Iniſhkea Anchorage is only fit for ſmall Veſſels in Summer: in running into it, give the Point of Ruſheen a Birth of a Cable's Length.

The Paſſage between the Carikea Iſlands and Duffer Rock ought not to be attempted by Strangers until half Ebb, when the ſunk Rock to the Southward of the Duffer appears, and is a Direction to avoid a ſunk Rock that never ſhews, with not more than ſix Feet Water upon it, that lies between the Northmoſt of the Carikea Iſlands and the ſunk Rock to the Southward of the Duffer. Keep nearer to the ſunk Rock next the Duffer than to Carikea; ſteer in for an old Houſe directly over Ely Harbour; keep near the Erris Shore to avoid the ſunk Rocks that runs off from the E. Point of N. Iniſhkea. To run through the narrow Paſſage between little Davilan and the ſmall Iſlands next Black Sod Point, keep Black Rock about a half Ship's Length open with the W. End of great Davilan, and ſteer through the Middle of the Channel.

There is not at preſent a good watering Place at Black Sod, but as there is a Stream runs into Ely Harbour, and another into Tarman Bay, I do imagine a Reſervoir might be formed at Ely, at a very ſmall Expence, where Boats would be able to fill Water at any Time of Tide. A large River diſcharges itſelf into Tullachan Harbour, but being at ſo great a Diſtance, and ſubject to ſo great a Swell, with Weſterly Winds, that Boats would find it difficult to return from thence. At full and change it is high Water at 5 o'Clock in Black Sod Harbour and Achil Sound.

At Black Rock and Iniſhkea it is high Water at 3 o'Clock. Stream of Tide in Black Sod Harbour as far up as Claggan, does not run above one Mile round Claggan Point, near three Miles when ſtrongeſt, and riſes from 8 to 14 Feet.

BROAD HAVEN.

THERE is a Bar to this Harbour that runs acroſs from Inver to the Southward of Knockanatyna Point, with 3 Fathom Water upon it. With a Northerly Gale the Sea breaks quite acroſs this Bar, and occaſions much Sea and Swell in the Harbour. No Direction will anſwer altogether for this Harbour, the Channel being very narrow and rather crooked; the beſt Way is to keep as nearly amid Channel as poſſible. When within the Bar, you may anchor in 6 or 7 Fathom on clean good holding Ground; ſmall Veſſels can lie ſafe on ſoft Mud and Sand in 4 and 5 Feet Water. This Harbour is every where ſo narrow that a Veſſel drawing 15 Feet Water would tail on Shore in any Part of it with half a Cable.

To the Eaſtward of the Salt Pans, Boats would be able to water at high Water.

At full and change it is high Water at 5 o'Clock. Tide riſes from 8 to 14 Feet.

Stream of Tide runs from 3 to 4 Miles an Hour, when ſtrongeſt.

DIRECTIONS

DIRECTIONS

FOR

VALENTIA HARBOUR.

IN coming into Valentia at the Eaſtern Entry, give the Point of Beginiſh Iſland oppoſite Cromwell's Fort a ſuitable Birth, to avoid ſunk Rocks which lie off it, half a Cable's Length, (two that appear at Low Water Spring Tides, one that never appears, with four Feet Water upon it). S. ½ E. from Cromwell's Fort, about a quarter of a Mile, there is a Rock that appears on the firſt quarter Ebb, it is bold too, with a good Channel at each Side of it; you avoid it to the N. E. by keeping the South Point of Beginiſh Iſland on the ſharp-topped Hill Eaſtward of Reenard Point. You are to the Eaſtward of the Rock when Doulus's Head is ſhut in by the Weſt Point of Beginiſh. Anchor any where between Beginiſh and the Foot Point of Valentia, in 5 and 6 Fathom Mud Bottom. A gravelly Point extends from the Foot of Valentia half Way over to Reenard Point; to avoid it, keep one-third from Reenard Point, or bring a remarkable round Sand Hill on Beginiſh Iſland on with Doulus's Head, and you run through the Channel in 7 Fathom Water. Anchor any where to the Southward of the Foot from 4 to 2 Fathom, ſhoaling gradually to the Southward and Weſtward.

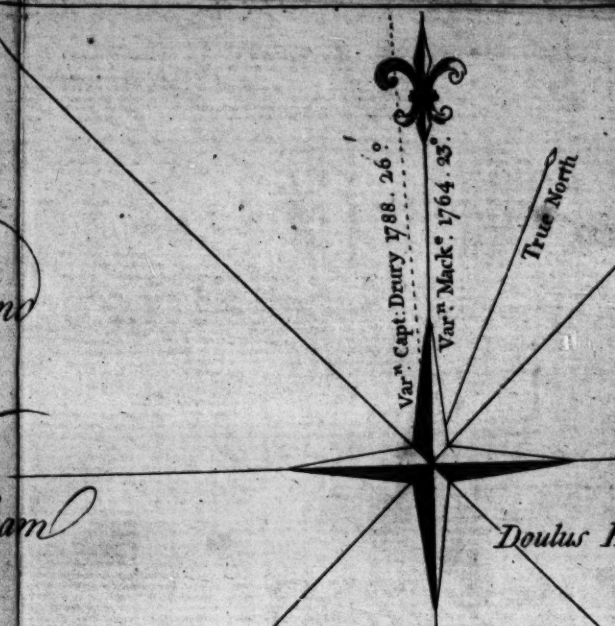
The Weſtern Entry is very narrow, with no Danger but what is ſeen as far up as the ſmall Bite of Portmagee, where a ſmall Veſſel may anchor in 2 Fathom Water; farther up is ſo full of Rocks and Shoals that no Directions would be ſufficient, nor can any Perſon carry a Veſſel through without a good Pilot and a Flood Tide.

Watering Place is at the Bottom of the Bay to the S. W. of Cromwell's Fort.

High Water at full and change half paſt three o'Clock. Tide riſes from 6 to 12 Feet. Stream of Tide when ſtrongeſt does not run more than two Miles an Hour.

Plan of the *HARBOUR* of *VALENTIA*

The OUTLINE *taken from Mr. Mackenzie's Survey The* SOUNDINGS *and Corrections by Captain Wm. OB Drury of the* ROYAL NAVY *in the Year 1788 By Command of his* EXCELLENCY *the Marquis of Buckingham Lord Lieutenant of Ireland*



True North

Doulus Heads

Killallan

Cromwell's Ft

Bequish I

Carbery Caſtle

VALENTIA HARBOUR

Calur

Foot P.t

Reenaad Point

Renglaſs

Ardcost

Scale of 3 Engliſh Miles

½ 1 2 3

G: Byrne Sculp.

Cross Haven

Ramhead

Turbot Bank

Harbour Rock

IV

Lat 51 47 of Roches Tower

Stags

Carlisle F.

Rocks that appear at low water

Rocks that never appear

Rocky point or Shere that dries at low Water

Rocks allways above Water

Banks that dries at low Water

Ringabella

Cork Hd

Mag. Meridian Var: 26° Capt. Drury.

True North

Brohogue Rock

Inch Bay

Poor Head

Scale of 3 English Miles

C. Byrne Sculp

Plan of the HARBOUR of Cork

The OUTLINE taken from Mr. Mackenzies Survey The SOUNDINS and Corrections by Captain Wm. OB. Drury of the ROYAL NAVY in the Year 1788 By Command of his EXCELLENCY the Marquis of Buckingham Lord Lieutenant of Ireland

GREAT ISLAND

Passage

Monkstown

Ballibrehan

Hawlbowling I.

Cove

Cove Fort

Kuskiny

Bridge Mill R.

Beacon

Spike I.

The Fair rock

CORK HARBOUR

Corkebeg

Dogs Nose

Carlisle F.

Ramshead

Cross Haven

● *Rocks that appear at low water*

DIRECTIONS

FOR

CORKE HARBOUR.

CORKE is a large and ſafe Harbour, capable of containing any Number of Merchant Ships, which may anchor any where from the Barracks up to Paſſage (except where the contrary is marked in the Chart) in from 5 to 9 Fathom clean Bottom, good holding Ground, and well ſheltered.

The moſt convenient Anchorage for Men of War is to the Eaſt and S. E. of the Beacon, which is upon the Spit of Sand that runs off from Haulbowling Iſland to the Eaſtward; the Bottom is clean, good holding Ground with from 5 to 7½ Fathom.

The Shoals and Banks to be avoided in ſailing into this Harbour are Harbour Rock, and the Turbot Bank, both near the Middle of the Entry. Harbour Rock is but ſmall, and bears about N. W. Northerly from Roche's Tower not half a Mile diſtant, with at leaſt 15 Feet Water at low Water Spring Tides. Turbot Bank is to the Northward of Harbour Rock, about a quarter of a Mile; there is not leſs than fourteen Feet Water upon the ſhoaleſt Part of it (which is the N. W. End) to 3½ and 4 Fathom. You avoid Harbour Rock to the Eaſtward by keeping within one or two Cables Length of Roche's Tower, and ſteering in for Dog's Noſe, or by ſhutting in the woody Point of Cuſkinny with Dog's Noſe. That Point open with Dog's Noſe, or Dog's Noſe on the Bridge in Cuſkinny Bay, runs you over the ſhoaleſt Part of Harbour Rock. When the Ruins of the Mill at Cuſkinny are broad open with Dog's Noſe you avoid it to the Weſtward; you are to the Southward when Poor Head is open with the Cow and Calf or Stagg Rocks off Roche's Tower.

To run between the Harbour Rock and the Turbot Bank; when Poor Head is ſhut in with Roche's Point haul in for the Eaſt Shore, or when Roche's Tower bears S. E. by S. until the Tower bears S. by E. when you ſteer for Dog's Noſe, from thence N. N. E. will carry you into the Anchorage to the Eaſtward of the Beacon. You avoid the Turbot Bank to the Weſtward by ſhutting Haulbowling Iſland in with Ram Head. Ram Head Point on the White Houſe upon Haulbowling runs you over the ſhoaleſt Part of the Bank.

The moſt diſtinct thwart Mark for being on the Turbot Bank is opening a Road nearly over the Centre of the Bay that is formed by Roche's Point and Dog's Noſe, and when this Road is quite ſhut in either coming in or going out you are clear of the Turbot Bank.

NOTE. The Eaſtern Shore between Roche's Tower and Dog's Noſe is rocky, uneven Ground, at a Cable and half or two Cables Length diſtant. The Weſtern Shore is alſo uneven, rocky Ground, and the Weſt Channel the narroweſt.

Give Ram Head Point a good Birth as it runs off ſome Diſtance ſhoal and rocky.

From the Channel leading to Croſs Haven to Spike Iſland there is a Bank which is ſteep too, and from Dog's Noſe to above Corkbeg there is a Bank ſteep too; you avoid the former by keeping the Weſtern Land open with Ram Head, and as you draw nearer to Spike when you bring the Point of Spike on with the Hollow in the Land between the Barracks and Cove. The latter by tacking, as you bring on the Stagg Rocks with Dog's Noſe; the Beacon, or Perch, on the Spit will be a Direction to avoid that Bank.

There is a ſmall Bank, with not more of low Spring Tides than 14 Feet Water, lying between the Beacon and the Iſland, and about ½ from the Beacon. The Beacon bears from the Top of this Bank S. W.; Dog's Noſe, the Extremity of the Point, S. ½ W.; and the Centre of the Barracks N. by W. ½ W. and the Eaſtern Point of Spike is on with the large new Houſe at Croſs Haven. You run between the Spit and this Bank in 4 Fathom Water, by giving the Beacon a Birth of a Cable and half, and ſteering for the Shore between the Barracks and Cove. To the Eaſtward you avoid it by ſteering for Kitchen Cove (a ſmall Bay between Cuſkinny and the Barracks, with a few Cabbins on the Cliff over it) until near half Way acroſs; haul up and anchor any where between where you then are and Haulbowling.

Keep Ballybritten Houſe open with Haulbowling, and avoid the ſhoal Water of the Spit which covers the Anchorage; you avoid a ſmall Rock with nine Feet Water upon it, nearly a mid Channel, between Haulbowling and the Iſland, and almoſt in a Line between the Club Houſe on Haulbowling and the Lime Kiln in White Bay, by keeping nearer to Haulbowling.

Give Black Point a Birth, and on the N. and W. Side of Black Point you avoid a Sand which dries about a Cable's Length from the Shore, and a Shoal terminated by a Rock bearing E. N. E. from Monckſtown Caſtle, by ſteering over for Monckſtown until you open Mr. French's Houſe, when you may ſteer for the Anchorage off Paſſage.

The beſt Anchorage is keeping Belvilly Caſtle ſhut in by Ronan's Point.

To go higher up requires a Pilot and Flood Tide.

High Water at Full and Change at the Entrance of the Harbour ¼ paſt 4. Tide riſes from 8 to 14 Feet.

DIRECTIONS

FOR

DIRECTIONS

FOR

BEAR HAVEN.

BEAR HAVEN is an extraordinary good Harbour, large, well ſheltered, with a ſufficient Depth of Water for the largeſt Ships, and the Bottom in moſt Parts clean, good holding Ground.

There are two Entrances to this Harbour. The Eaſtern Entry is the ſafeſt and beſt for Strangers, or for large Veſſels to turn in or out of. The only Thing to apprehend to the Eaſtward is Coranamadry Rocks, the outermoſt of which lies about half a Mile off the E. Point of Bear Iſland, and is only covered at high Water; the Sea breaks upon it in the fineſt Weather. This Rock is not bold to, and it is rocky, uneven Ground round this Rock for a ſmall Diſtance, as it alſo is between it and Bear Iſland. The Paſſage between theſe Rocks and the ſmall Iſland of Roanharrick is a very good one, and that Iſland is a Direction to avoid the Rocks, by keeping nearer to it than to Bear Iſland.

There is little to fear from the Eaſt Entrance as far up as Bulhuſki, which is rather more than three Miles from the Eaſt Entry, and Veſſels may anchor any where in that Diſtance in from 5 to 9 Fathom Mud Bottom; however Veſſels, turning in or out of this Harbour, ought not make too bold with either Shore, as there are a Number of ſmall Rocks which lie a little Diſtance from the Shore, are ſteep to, and covered at high Water.

W. S. W. from the Ruins of an old Houſe on the Point of Bulhuſki, there is a ſunk Rock with not more than four Feet Water upon it, and between it and Bulhuſki there are 4 and 5 Fathom; and from the Land a little to the Weſtward of the Bite of Bulhuſki, there is a rocky Shoal runs off in a S. E. Direction which has from 1 to 2 Fathom, and is terminated by the above Rock, which is near half Channel over. You avoid this Rock and Shoal by keeping a Slate Houſe, that is upon the North Shore of Caſtletown Harbour, open with the Point of the ſmall Iſland of Minan, or by keeping nearer to Bear Iſland than the N. Shore. The N. Shore, from the rocky Shoal above-mentioned, is ſhoal and uneven as far up as the Iſland of Diniſh. At more than a Cable's Length off there is another ſunk Rock with eleven Feet Water upon it at the loweſt Spring Tides. It bears about S. from the Centre of the Iſland of Diniſh, and nearly half Channel over. You are on this Rock when the higheſt Part of the Land of the Point of Caſtletown Land that forms Dunbrie Bay is on with the Fall of the two Mountains to the N.W. of Dunbrie, where they interſect each other; and when the Slate Houſe on the N. Shore of Caſtletown Harbour is on the Centre of the Saddle or Hollow in the Iſland of Diniſh. To avoid it, the beſt Direction is to keep nearer Bear Iſland than the other Shore. There is $3\frac{1}{2}$ and 4 Fathom between this Rock and Diniſh. The Colt Rocks off Dunbrie appear at low Water; they are avoided by keeping open of the low black Point of Caſtletown Land the Slate Houſe on the N. Shore of Caſtletown Harbour.

The ſunk Rock on the Starboard Hand, coming into the Weſtern Entry, is very near the Land; 'tis a little paſt the narroweſt Part of the Entry where the higheſt Cliffs terminate.

The weſtern Entrance of Bear Haven is narrow, and from the high Land at each Side not ſafe for large Ships to turn in or out of. Water may be had in many Parts of this Harbour; but the beſt and moſt convenient for Shipping is on the northern Shore, about two Miles within the E. Entrance.

At full and change it is high Water in Bear Haven at half an Hour after three.

Tide riſes from 5 to 11 Feet. The Stream of Tide here is ſcarce ſenſible.

Plan of

The OUTLINE take

Cor

of t

Year 1788 By Comman

Brandy Hall

Castletown

Dinish I.

Knockgurach Hill

Turret

Manin I.

Derymichan

Dunbui

Drury rock

4 Feet

Balnakili

Pipers

Dirkiveen

4 Feet

Var 26° W. Drury

True North

Greenan

GREAT BEAR

an of the *HARBOUR* of Bear Haven

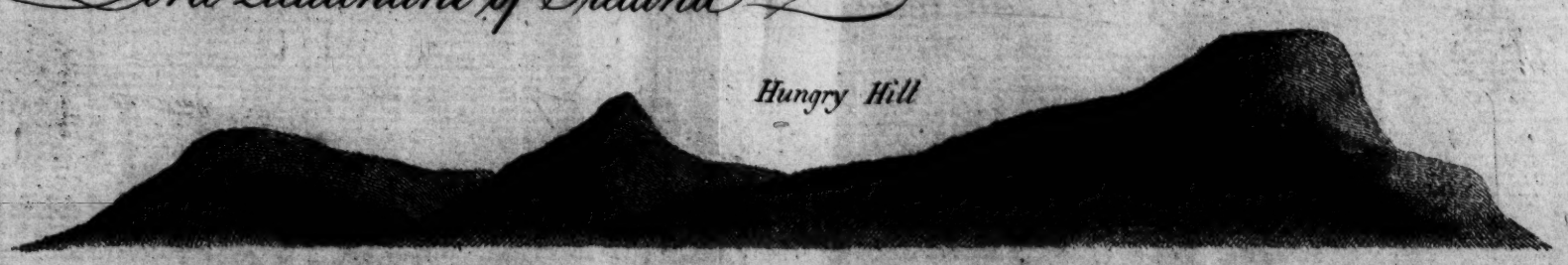
LINE taken from Mr. Mackenzies Survey The SOUNDINGS and

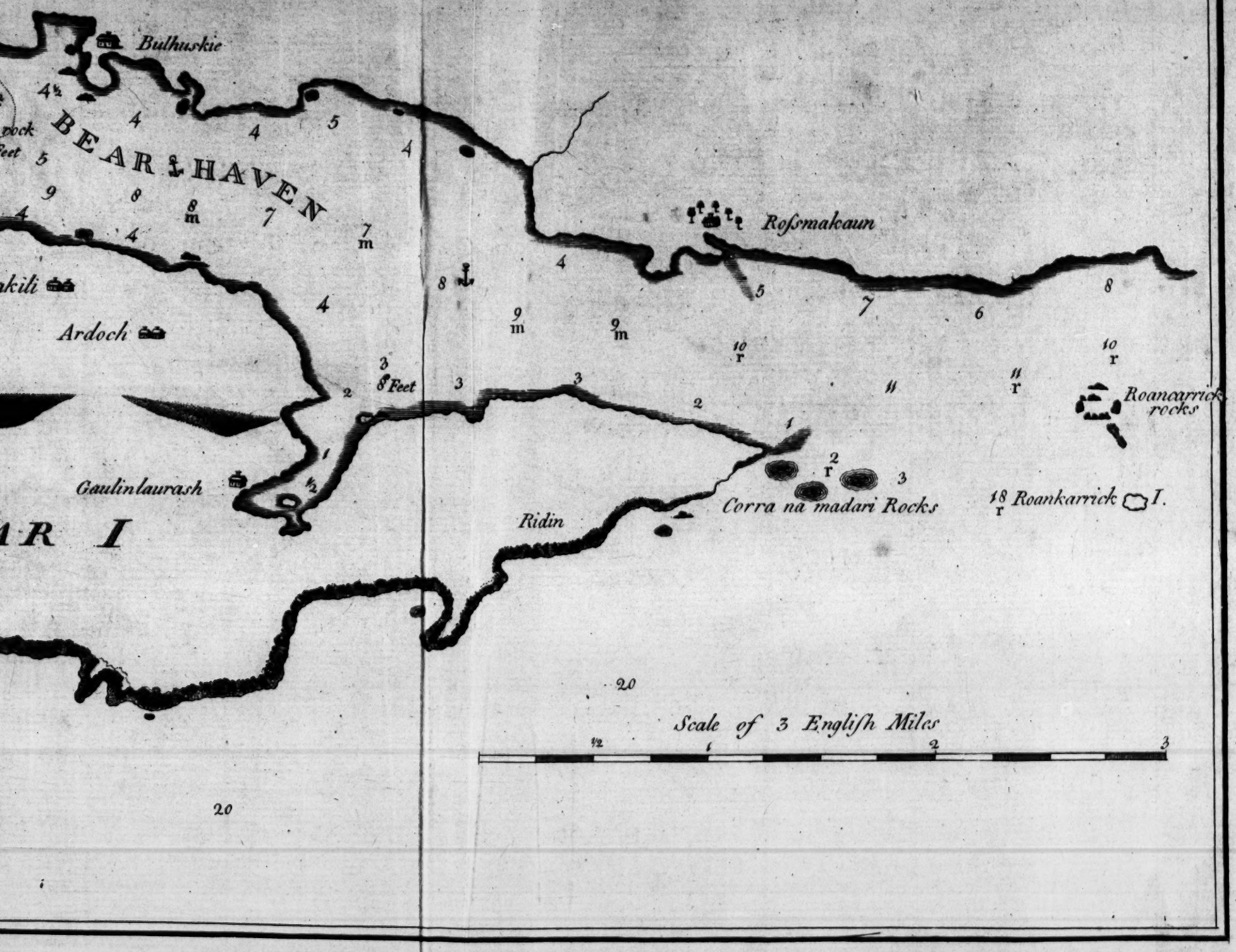
Corrections by Captain Wm O.B. Drury

D of the ROYAL NAVY in the

Command of his EXCELLENCY *the Marquis of Buckingham*

Lord Lieutenant of Ireland





Scale of English Miles

½ 1 2 3 4

Ballyhack
Church
Passage
Crook
New Geneva
Glinwater Bay
Mark Bay
Duncannon Fort
Drynagh
Woods Town
Passage Strand
Bally Brue Strand
Bluff Head
Knocavilish Head
Wall
Hook town Strand
Broom Hill
Credon Head
Dromore
Credon Bay
Temple Town Ch.
Nymph Hall
Dromor Cove
White hous Bay
Magnetic North
East
West
Lostus Hall
Slads
Light House
Hookhead

G. Byrne Sculp.

Plan of Waterfd HARBOUR & Rofs River

The OUTLINE taken from Col. Vallancey's Survey The SOUNDINGS and Correction by Captain Wm O.B. Drury of the ROYAL NAVY in the Year 1788 By Command of His EXCELLENCY the Marquis of Buckingham Lord Lieutenant of Ireland

ROSS

Red Bank

Barrow

Great Island

Snow Hill

Little Island

Mr. Fitzgerald

WATERFORD

Cheek Point

Manufactory

Ballyconnan

Bolton

Fautleg

Mr. Bolton

DIRECTIONS

FOR

WATERFORD HARBOUR.

WATERFORD is a ſafe and commodious Harbour for Merchant Ships or Sloops of War, but ill adapted as a Rendezvous even for Frigates; for though the Anchorage be very ſecure, with a ſufficient Depth of Water in many Places, for the largeſt Ships, the long Flat which extends acroſs the Harbour from without Creden Head, to near a Mile within it, with the Narrowneſs of the Channel, render it both difficult and dangerous for Veſſels drawing 17 or 18 Feet Water to turn in or out of this Harbour; for on the ſhoaleſt Part of the Flat, or what is commonly called the Bar, there is not more at high Water Spring Tides than from 25 to 27 Feet, and of Neap Tides not more than 21 Feet, and with northerly Winds ſcarcely twenty. At low Water Spring Tides there is not more than from 13 to 14 Feet Water on the ſhoal Part of the Flat.

The Anchorage off White Houſe Bay needs no comment, as it muſt be evident to every Seaman how impracticable it would be for almoſt any Veſſel to beat out, were a Gale to come on ſuddenly to the Southward. The Ground, however, is clean.

Coming into Waterford, ſteer for Creden Head, (which is ſteep to) ſteer from thence for Duncannon Fort; the Courſe is about N. N. E. ¾ E. or N. E. by N. if cloſe to Creden Head.

The Mark to run in by, is bringing the Extremity of the Point of the Fort on with a ſmall white Bay, between Glinwater Bay and the Fort (it is called Mark Bay in the Chart in order to diſtinguiſh it). When as high up as Balliſtraw Strand, keep that Bay open with the Fort; when abreaſt of the Fort, which is bold to, ſteer about N. for Ballyhack Church, keeping it rather on the Larboard Bow, and when you bring the Perch of the Spit on Paſſage, ſteer up amid Channel for the Anchorage above Paſſage, where large Ships may moor with one Anchor in 5, the other in 7 Fathoms, good holding Ground.

There is alſo a Mark for running over the Flat or Bar, by bringing the Flag Staff at the Fort on, or in a Line with the middle Hillock of a Hill far in the County (as here repreſented)

This laſt Mark carries you, I think, rather to the Weſtward of the Channel.

The thwart Mark for being upon the ſhoaleſt Part of the Flat is, when you bring a white Wall near Knockaviliſh on with a ſmall white Houſe with red Tiles.

You are coming upon the ſhoaleſt Part of the Flat, when you open a Tuft of Trees with Knockaviliſh Head, and when you open a ſecond Tuft of Trees, about half a Ship's Length with the ſame Head, you are over the Bar.

To run higher up than Paſſage, you avoid a Bank that extends from the E. Side of Buttermilk Point near ¾ acroſs the Channel, by keeping the South Shore on Board, and Ballyhack Church open, until you open out Buttermilk Caſtle or Dunbrodie Abby; haul up for either, until you open out the Great Iſland, when you may ſteer up for it, and you avoid a Bank with from two to three Fathom Water upon it, which is to the Eaſtward of Cheek Point, at about a Cable and a half or two Cables Length from the Shore. By keeping the White Houſe Cliffs on the Weſt Side of Roſs River open with the Point of the Great Iſland, you avoid Dunbrodie Strand.

The Anchorage is every where good from Buttermilk Point to Roſs River, with Water for the largeſt Ships, except where the contrary is evidently marked in the Chart.

I do not think any Directions would anſwer altogether for turning in or out of this Harbour, without a perfect Knowledge of the Shoals. Ballyſtraw Strand is ſteep too.

You are entering the narrow Part of the Channel between the Fort and Drumroe Bank, when the Flag Staff is on with the Chimney of the Chunk in the Fort.

Within the Fort you avoid the ſhoal Water to the Eaſtward, by keeping open the Point of Broom Hill with the Fort, and the ſhoal Water of Drumroe Bank, by tacking when you open the Hedge on the Top of Broom Hill. This Hedge can not be ſufficiently particularized to make it diſtinguiſhable for a Stranger.

There is a Flat runs acroſs from Snow Hill Point to Cheek Point, with not more than 14 Feet Water upon it. To run higher up either the Barrow or Suir, than the Confluence of theſe Rivers, requires a Pilot and Flood Tide.

The Navigation of this Harbour might be rendered infinitely more ſecure, and its Commerce much facilitated, at a moderate Expence; by erecting a Perch on the Extremity of Ballinſtraw Strand, a Buoy upon Drumroe Bank at the narroweſt Part of the Channel, with Buoys upon the ſunk Rocks in the King's Channel, with Rings, and Rings fixed in the Rocks at each Side for warping Ships through.

The following Directions may be uſeful in going through the King's Channel:

You avoid Golden Rock, which appears at the laſt quarter Ebb, by keeping Mr. Newport's Houſe on with the Extremity of Dirty Tail Point.

To avoid the rocky Shoal that runs off from Dirty Tail Point, open the Eaſt Side of the Eaſtern Wall of the Field before Major Fitzgerald's Houſe. You are to the N. of Dirty Tail when you open a large white Houſe on the larboard Shore going up, but you are to keep the N. Shore on Board, as it is ſhoal for ſome little Diſtance on the S. Shore.

NOTE. The beſt Anchorage off White Houſe Bay is, by bringing Creden Head juſt on with Duncannon Fort, or the Fort very little open with it.

There are two very bad Lights kept in the Fort. You run through the Channel by bringing them in one up to Paſſage.

The common Directions for turning into this Harbour amongſt the Pilots is, when ſtanding to the Eaſtward, tack when the Fort is coming on with the ſmall Bay called Mark Bay. To the Weſtward, when you open an old Caſtle in King's Bay.—I do not think theſe Directions anſwer altogether, as they will carry you too near Ballyſtraw Strand, and not ſo far to the Weſtward as you may ſtand in many Places.